

ALAN MYERS

GAMEPLAY PROGRAMMER

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SKILLS

Programming: Gameplay Systems and Features, AI, Debugging, Optimization, Rapid Prototyping, 3D Math

Languages: C++, C#, Swift, Javascript

Software/Tools: Unreal Engine 5, Unity, SDL2, Visual Studio, Blueprints, Blender, Photoshop, Trello, Git/GitHub

Core: Cross-Disciplinary Collaboration, Problem Solving, Critical Thinking, Communication, Time Management

PROJECTS

ABSTRACTION | Solo Project | Unreal Engine 5, C++

ONGOING

- A 3D platformer in which Unreal's Blueprints form the physical world the player must navigate.
- Work includes gameplay implementation (including player movement, combat, platforming obstacles, and a player objective subsystem), enemy AI, procedural character animation, and node/platform building tools.
- Early progress was featured in the [CG Spectrum Student Showcase](#).

DARK VOID | Team Project | Unreal Engine 5, Blueprints

6 WEEKS

- A game with roguelite and survival-horror elements that takes place in a rotating maze.
- As the team's programmer, my responsibilities included gameplay implementation (including player-centric level rotation, ability pickups, enemy interactions, a light-based health system, and a dialogue system), enemy AI, designer-friendly maze-building tools, git repo management and basic training, and build and distribution.
- Won CG Spectrum's "New Year, New Level" challenge in both the Programming and Game Design categories.

ASTEROIDS | Solo Project | SDL2, C++

4 WEEKS

- A recreation of the classic, made without a preexisting game engine.
 - Work included gameplay implementation (including player movement, projectile-based shooting, and asteroid spawning and destruction), collision handling, and vector-based game object rendering.
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EDUCATION

CG SPECTRUM (An Unreal Academic Partner) | Game Programming Certificate

JUNE 2023

- Studied a wide range of game programming concepts with a focus on Unreal Engine and C++, under the direct mentorship of a senior-level programmer at a AAA studio.
- Collaborated with students in different disciplinary programs to share knowledge and create group projects.

ARIZONA STATE UNIVERSITY | BA in Creative Writing, Minor in Japanese

MAY 2016

- Awarded the Creative Space Grant in 2015, a merit-based grant presented to a single student in the program.
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WORK EXPERIENCE

SENIOR CASE MANAGER | National General Insurance | Remote

JUNE 2019 – PRESENT

- Independently perform search, processing, and validation of information in a vast database of client policies.
- Regularly communicate and collaborate with internal and external teams to resolve client policy issues.

WEB DEVELOPER | Freelance | Remote

JAN 2018 – MAY 2019

- Worked closely with clients to design and build custom sites, using Javascript on both the frontend and backend.